Weapons:
Either use weapons from the Basic Rules of Fifth Edition or use the table below to improvise weapon damage by class.

- **Fighter/Barbarian/Paladin/Ranger**: 1d8 light; 1d10 one-handed; 1d12 two-handed; 1d8 ranged.
- **Rogue/Bard/Monk**: 1d6 light; 1d8 one-handed; 2d6 two-handed; 1d8 ranged.
- **Mage**: 1d4 light; 1d6 one-handed; 1d8 two-handed; 1d6 ranged.
- **Cleric/Druid**: 1d4 light; 1d6 one-handed; 1d10 two-handed; 1d6 ranged

Light Weapons cost 2 gp, one-handed weapons cost 10 gp, 2-handed weapons cost 40 gp. Ranged weapons cost 50 gp for an ammunition-based weapon with an added 1 gp cost per 20 ammunition, or 1 gp for thrown weapons.

Other Equipment:
To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gp, since it's two syllables):

- **Common Items**: 1 cp x number of syllables
- **Adventuring/Camping Gear**: 5 gp x number of syllables
- **Specialist Tools, Animals**: 10 gp x number of syllables
- **Luxury Items**: 25 gp x number of syllables
- **Lethal items, Dangerous Animals**: 100 gp x number of syllables

Fast Packs:
Choose a pack or roll 1d6 to select one randomly.

- **Pack A (1-2):** backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- **Pack B (3-4):** backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- **Pack C (5-6):** backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

Magic Items:
To quickly make magic items, decide between a spell item which reproduces a spell from the M20 Fifth Adamantine Spell Lists, or a bonus item which provides a +1 to +3 bonus to attack and damage rolls (weapons) or AC (armor and shields.) All bonus items, and some spell items require attunement slots, which each character has 3 of. There are three kinds of spell items:

- **Consumables:** Single use items such as potions or scrolls.
- **Renewable use (Attunement):** Contains charges that renew daily. Usually 3 charges a day, or 4 hours of effect per day.
- **Constant use (Attunement):** Provides a continuous effect.

Use the following guidelines when distributing items or estimating their price should the party try to sell them:

Rarity	Minimum Level	Value†	Spell Levels	Armor	Weapon
Common	1st	100 gp	Cantrip, 1st	-	-
Uncommon	1st	500 gp	2nd-3rd	-	+1
Rare	5th	5000 gp	4th-5th	+1	+2
Very Rare	11th	50,000 gp	6th-8th	+2	+3
Legendary	17th	500,000 gp	9th	+3	-

†Divide by 2 for renewable use, and 10 for consumables.

Quick Loot Tables:
(Taken from Justin McGuire. Used with permission.)

Use these steps to create a treasure horde belonging to a large group of creatures, or a single powerful creature.
1) Roll 1d6, or pick a hoarder type
   1. **The Sentimental:** 75 gold, 1 piece of art
   2. **The Dilettante:** 75 gold, 5 gems, 3 pieces of art
   3. **The Traveler:** 100 gold, 20 gems
   4. **The Art Collector/Archaeologist**: 100 gold, 12 pieces of art
   5. **The Banker:** 500 gold
   6. **The Old Hoarder:** 300 gold, 15 gems, 6 pieces of art
2) Make adjustments based on owner.

- **Monsters CR 0-4, commoner families, and simple merchants:**
  - Gems are worth 10 gold (Blue Quartz, Malachite, Tiger eye)
  - Art Items are worth 25 gold (bone dice, gold bracelet, small mirror)
- **Monsters CR 5-10, nobles, and popular businesses:**
  - Multiply gold by 10
  - Gems are worth 100 gold (Amber, Coral, Jade)
  - Art Items are worth 250 gold (box of turquoise animal figurines, silk robe, silver necklace)
- **Monsters CR 11-16, kings, and great wizards:**
  - Multiply gold by 100
  - Gems are worth 1000 gold (Emerald, Opal, Sapphire)
  - Art Items are worth 2500 gold (gold music box, old painting, eyepatch with mock sapphire eye)
- **Monsters CR 17+, liches, and old dragons:**
  - Multiply gold by 1000
  - Double the number of gems, and each one is worth 5000
  - gold (Diamond, Jacinth, Ruby)
  - Triple the number of art items, and each one is worth 7500 gold (gold child-sized sarcophagus, jade and gold dragonchess set, jeweled gold crown)

Random Dungeon Generation:
If you don't have much time to prepare a dungeon in advance, use the following procedure:

1. Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
2. Grab a handful of d6s.
3. Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice constrained to the paper.)
4. Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6: 1-2: 1 exit; 3-4: 2 exits; 5-6: 3 exits.
5. Add hallways connecting the rooms to taste.
6. **Contents:** In order to determine what to fill a room with, roll a d6:
   1: Empty; 2: Empty save for treasure, 3: Monster, 4: Monster and treasure, 5: Trap, 6: Special
7. **Quest Goal:** Roll a d8:
   1. Capture, 2. Retrieve, 3. Defeat, 4. Discover, 5. Destroy, 6. Escape, 7. Find, 8. Negotiate, 9. Obtain, 10. Protect, 11. Rescue, 12. Survive
8. **Twists**: To keep things interesting roll up 1-3 twists that take place in the dungeon. To roll a twist, roll 2d6:
   1-2: NPC…, 3. Organization…, 4. Physical Event, 5. Emotional Event…, 6. Item…
9. **NPCs**: Roll the following for a random NPC.
   Personality (d8): 1.Cranky, 2. Jock, 3. Lazy, 4. Peppy, 5.Smug, 6. Snooty, 7. Sweet, 8. Roll twice.
   Area of Expertise (d4): 1. Communication, 2. Subterfuge, 3. Knowledge, 4. Physical
   Social role (d6): 1-3: Productivity, 4-5: Military, 6: Sovereignty
   Motivation (d8): 1. Love, 2. Hate, 3. Greed, 4. Ambition, 5. Fear, 6. Need, 7. Idealism, 8. Cynicism
   Names
   Male prefix (d12): 1. Alab, 2. And, 3. Bed, 4. Dun, 5. Edw, 6. Gond, 7. Mord, 8. Per, 9. Rod, 10. Theod, 11. Trist, 12. Uth
   Male suffix (d12): 1. ane, 2. ard, 3. astyr, 4. istair, 5. ore, 6. oryan, 7. yctor, 8. yn, 9. ynak, 10. yrick, 11. yval, 12. ywyr
   Female prefix (d12): 1. Barb, 2. Bellad, 3. Carol, 4. Chrystˌ 5. El, 6. Elyz, 7. Evel, 8. Gwyn, 9. Morg, 10. Vann, 11. Vyct, 12. Ys
   Female suffix (d12): 1. abyth, 2. anna, 3. ara, 4. ausa, 5. ayne, 6. olda, 7. ona, 8. orya, 9. yna, 10. yrrya, 11. yssa, 12. yvyra
   Epithet (d12): 1. the killer, 2. The unwashed, 3. the muse, 4. the red, 5. The needy, 6. the geezer, 7. the hunchback, 8. The knave, 9. the village idiot, 10. the pauper, 11. the mad, 12. of (location)

MICROLITE 20 5TH ADAMANTINE EQUIPMENT AND LOOT GUIDE

Currency:
The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). A platinum piece (pp) is worth 10 gp. Occasional references to electrum pieces (ep) may be encountered; render all ep as 5 sp.

Armor:
The cost of armor equals AC bonus times 5, squared.

- Light Armor: +1 (leather armor), +2 add DEX bonus
- Medium Armor: +3, + 4 (scale mail), +5 add DEX bonus (max 2)
- Heavy Armor: +6 (chain mail), +7, +8 no DEX bonus, disadvantage on Subterfuge checks involving stealth
- Shield (10 gp): +2

Barding for horses costs 4 times as much as sapient armor, and weighs twice as much. Characters can wear any armor but take disadvantage on all Skill Checks, Saves and Attacks involving STR or DEX if they don't have proficiency with it.

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